
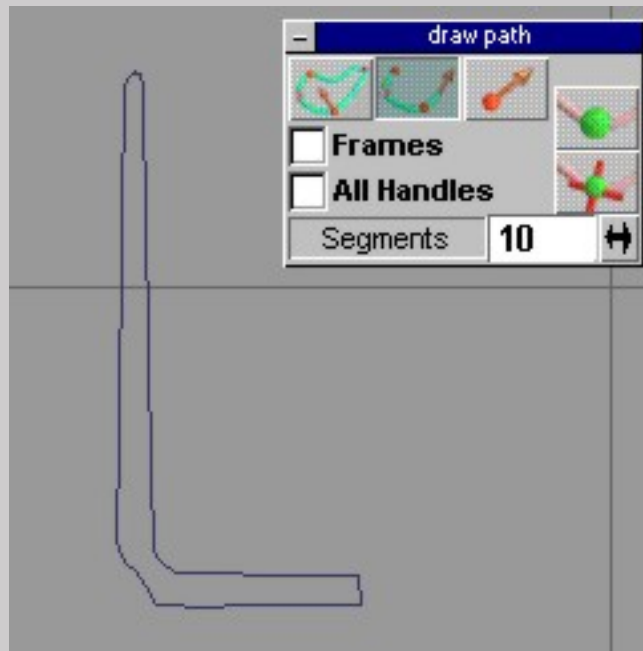



A simple mug. © Robert Mitchell

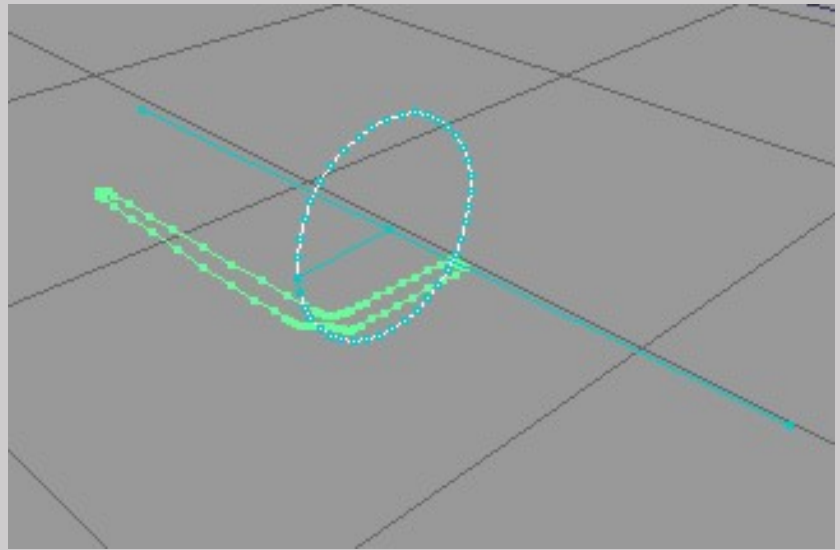


This is a simple explanation of a method to produce a mug in TrueSpace.

1. Begin by using the spline tool  to draw a cross section of the mug.






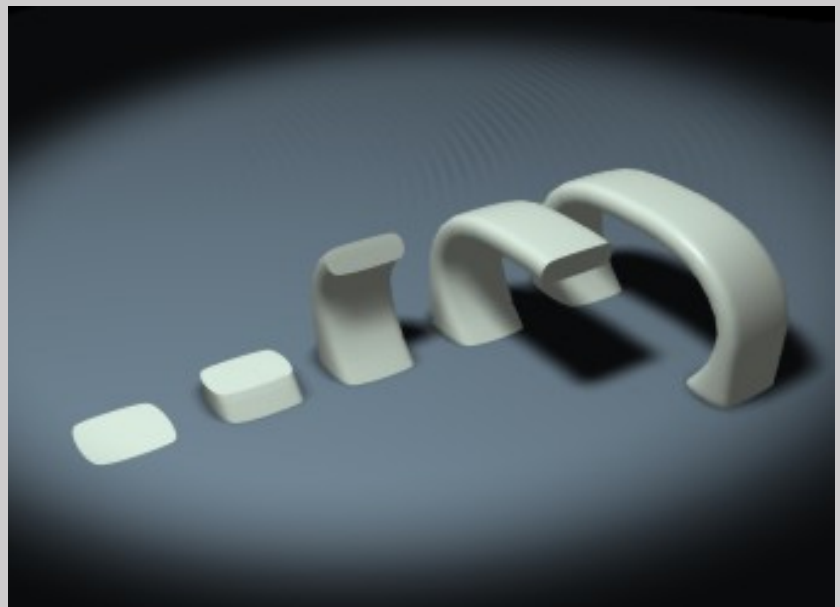
2. Select the lathe tool  and rotate the spline through 360°. I used 40 divisions here to achieve a smooth profile.



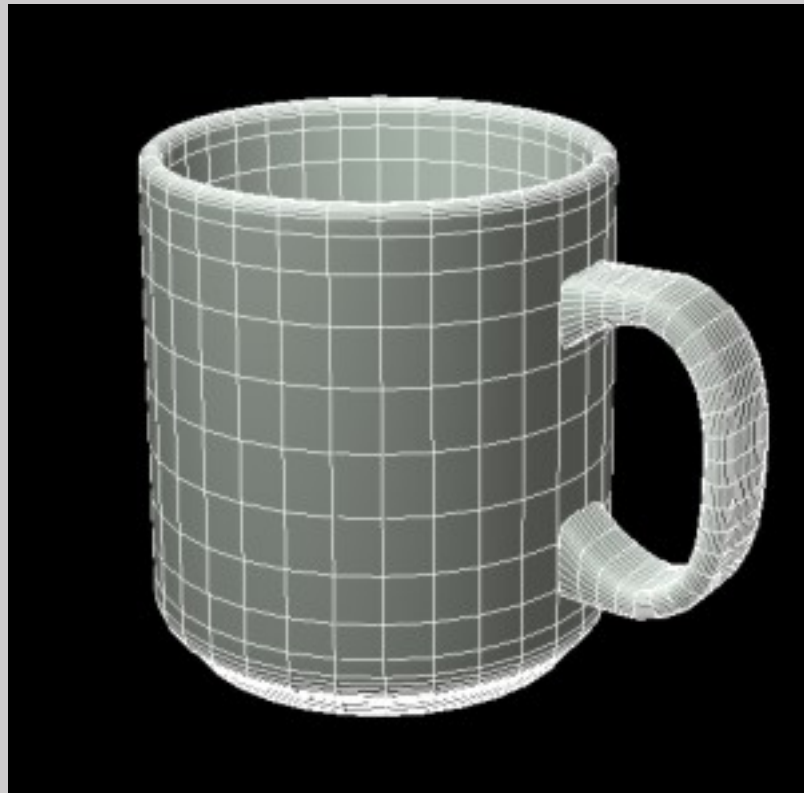
3. The handles are made by sweeping a spline.



4. First select the spline tool,  Draw the first spline profile, select the face, , and sweep it, . Gradually bending and forming the handle.



5. The two objects can then be positioned together ready to render.



Close